

WHAT IS CLAIMED IS:

1. An electronic apparatus having a game function and a phone function,
comprising:

an interruption key to instruct an interruption of a game being in execution;

5 a first register to which a first predetermined value is set in response to an
operation of said interruption key;

interrupting means for interrupting said game when a setting of said first register
indicates said first predetermined value ;

detecting means for detecting an incoming call of a phone; and

10 setting means for setting said first predetermined value in said into first register in
response to a detection of said incoming call.

2. An electronic apparatus according to claim 1, further comprising storing means
for storing current game data into a memory when said first register indicates said first
predetermined value.

15 3. An electronic apparatus according to claim 1, further comprising determination
means for determining whether said game is in execution or not, wherein said setting
means sets said first predetermined value into said first register when said game is in
execution.

4. An electronic apparatus according to claim 1, further comprising:

20 a restart key to instruct a restart of said game;

a second register to which a second predetermined value is set in response to an
operation of said restart key; and

restart means for restarting said game when setting of said second register
indicates said second predetermined value.

25 5. An electronic apparatus according to claim 1, further comprising:

display means for displaying a game screen; and
modifying means for modifying a tone of said game screen in response to a
detection of said incoming call.

5 6. An electronic apparatus according to claim 1, wherein said game is executed
according to a program downloaded from an outside by said phone function.

7. A processing method of an electronic apparatus having a game function and a
phone function, and provided with an interruption key, comprising steps of:

(a) interrupting a game being in execution in response to an operation of said
interruption key;

10 (b) setting operation data of said interruption key when there is an incoming call of
a phone.

8. A processing method according to claim 7, further comprising a step of (c)
storing current game data in response to the operation of said interruption key or the
incoming call of said phone.

15 9. A processing method according to claim 7, further comprising a step of (d)
modifying a tone of a game screen being in execution in response to the incoming call of
said phone.

10. A program executed by an electronic apparatus having a game function and a
phone function, and provided with an interruption key, comprising steps of:

20 (a) interrupting a game being in execution in response to an operation of said
interruption key;

(b) setting operation data of said interruption key when there is an incoming call
of a phone.

25 11. A storage medium storing a program executed by an electronic apparatus
having a game function and a phone function, and provided with an interruption key,

comprising steps of:

(a) interrupting a game being in execution in response to an operation of said interruption key;

5 (b) setting operation data of said interruption key when there is an incoming call of a phone.